

FIG. 2

008027 96526260

July 6, 1999 -- Transaction Code 123456

EARNIT CORPORATION

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FIG. 15

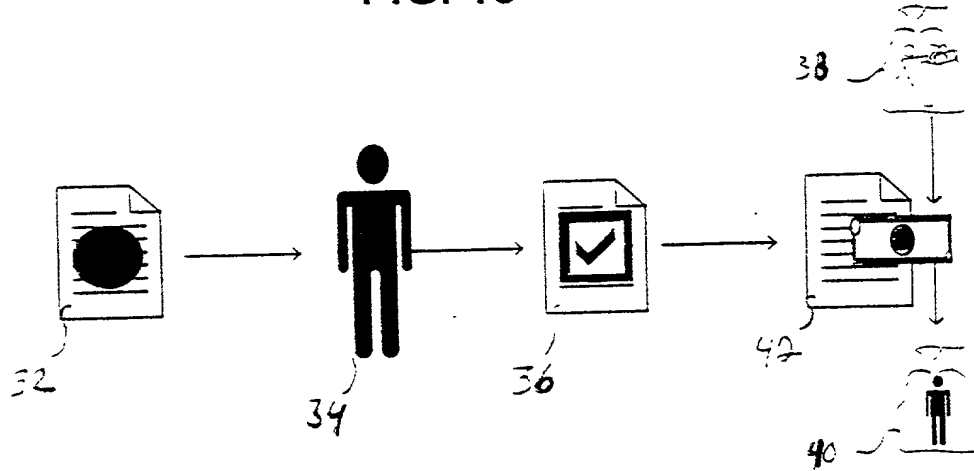


FIG. 3

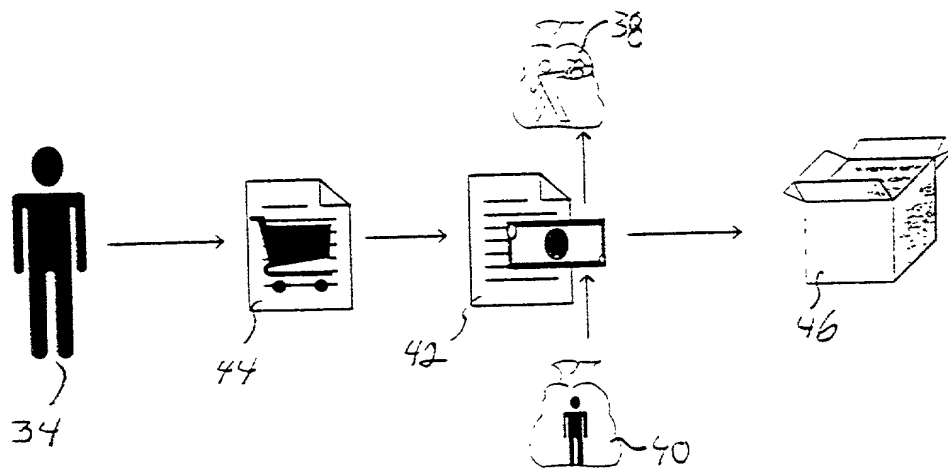


FIG 4

The diagram illustrates a reward system architecture with four main components, each represented by an icon and a list of attributes:

- CONTENT PROVIDER** (Icon: Person holding a box)
 - Content Provider ID
 - Business details
 - Balance
 - URL
- ACCOUNT HOLDERS** (Icon: Person)
 - Account Holder ID
 - Demographic
 - Country
 - Language
 - Personal
 - Balance
- COMPENSATION** (Icon: Box)
 - Offer ID
 - Value
 - Frequency
 - Location
 - Messages
 - Dependencies
 - M.O.
 - Number of Events to qualify for award
 - time delay between events to add event to accumulator total
 - period in which event must occur
 - status (e.g. active, deleted)
- SESSIONS** (Icon: Clipboard)
 - Session Key
 - Info

FIG. 5

FIG. 6

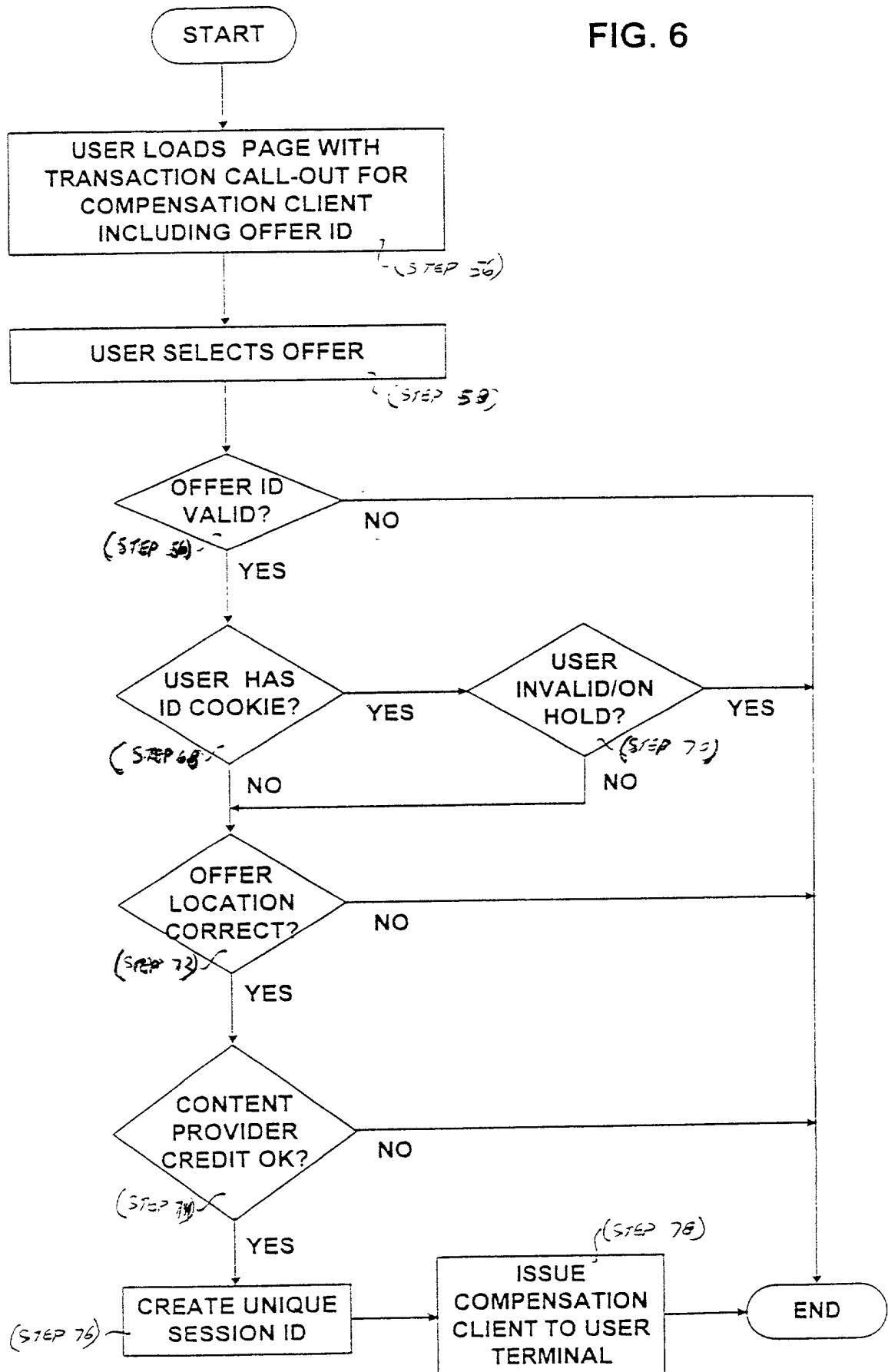
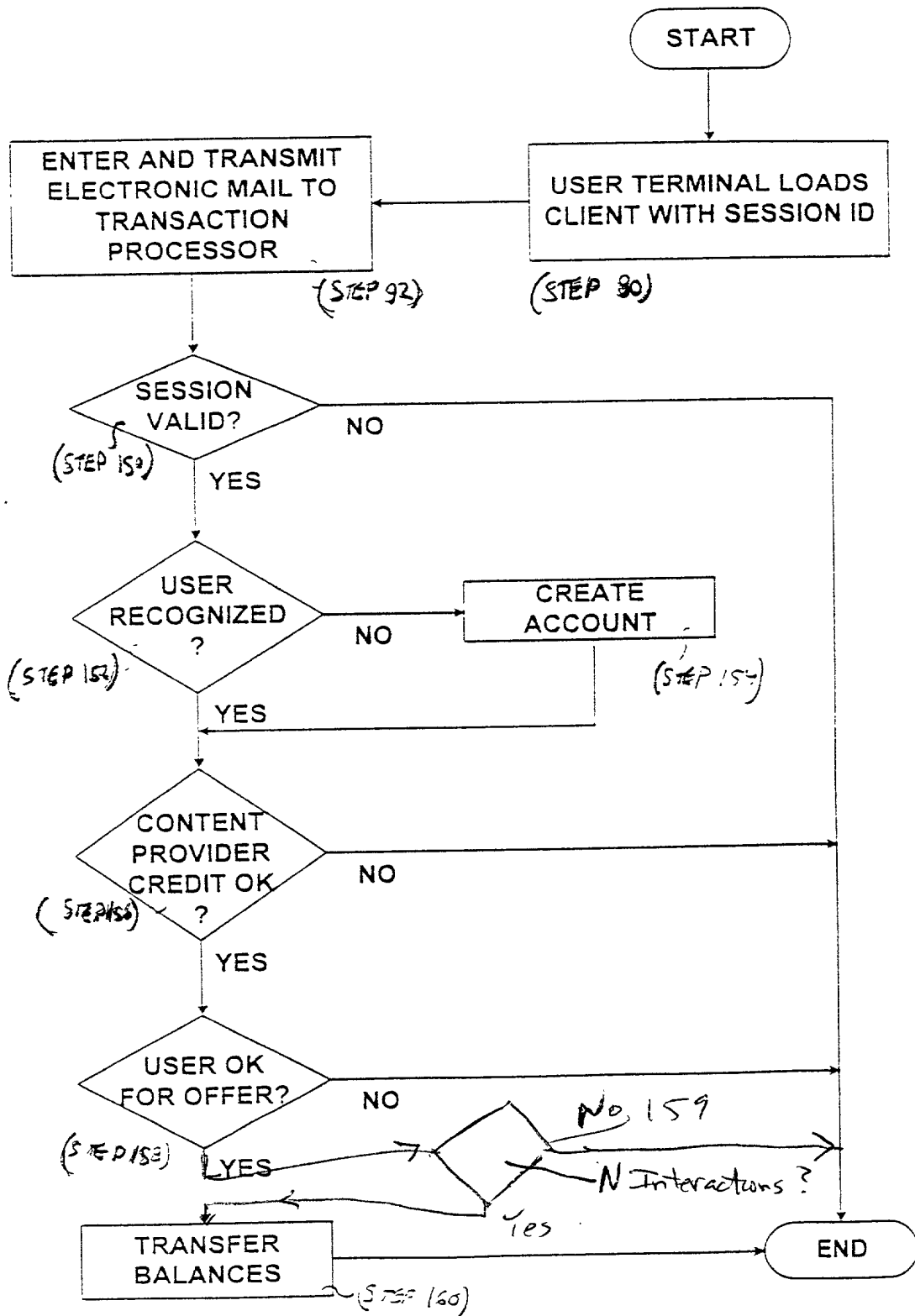


FIG. 8



000021 95522650

```

graph TD
    START([START]) --> S96[CONTENT PROVIDER LOGS IN TO  
CONTENT PROVIDER ACCOUNT  
(STEP 96)]
    S96 --> S98{CREATE/EDIT  
TRAIL?  
(STEP 98)}
    S98 -- YES --> S100[ENTER TRAIL  
TITLE  
(STEP 100)]
    S98 -- NO --> S102{ACTIVITY  
REPORT?  
(STEP 102)}
    S100 --> S104[CREATE/EDIT  
TRAIL PORTION  
(STEP 104)]
    S104 --> S106{PUBLISH TRAIL?  
(STEP 106)}
    S106 -- YES --> S108[PUBLISH  
(STEP 108)]
    S106 -- NO --> S104
    S108 --> S110[GENERATE & DISPLAY TRAIL  
REPORT/PORTION  
SCHEDULE  
(STEP 110)]
    S102 -- YES --> S110
    S110 --> END([END])
    S110 -.-> S104
    S110 -.-> S106
  
```

FIG. 11

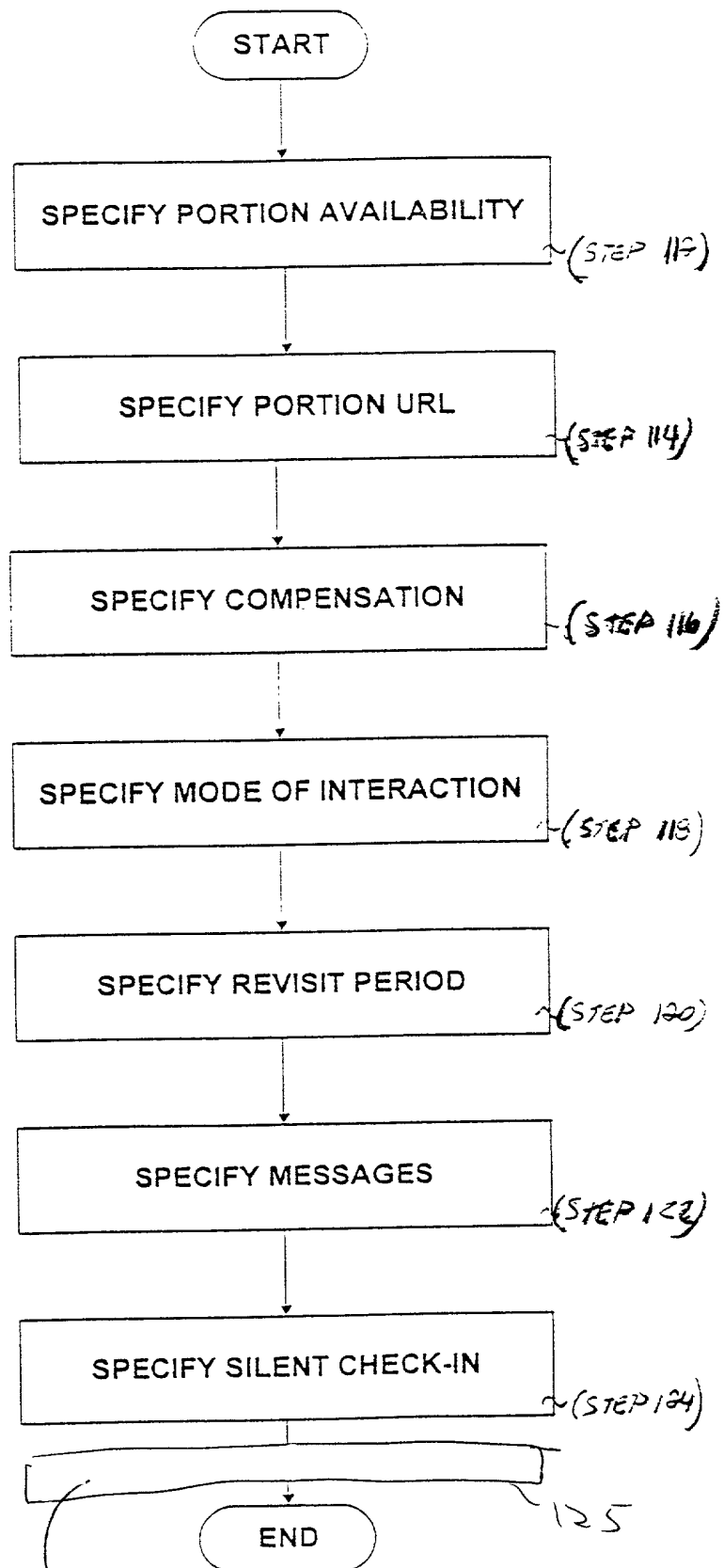


FIG. 12

Specify No. of Interactions and Time limits

FIG. 13

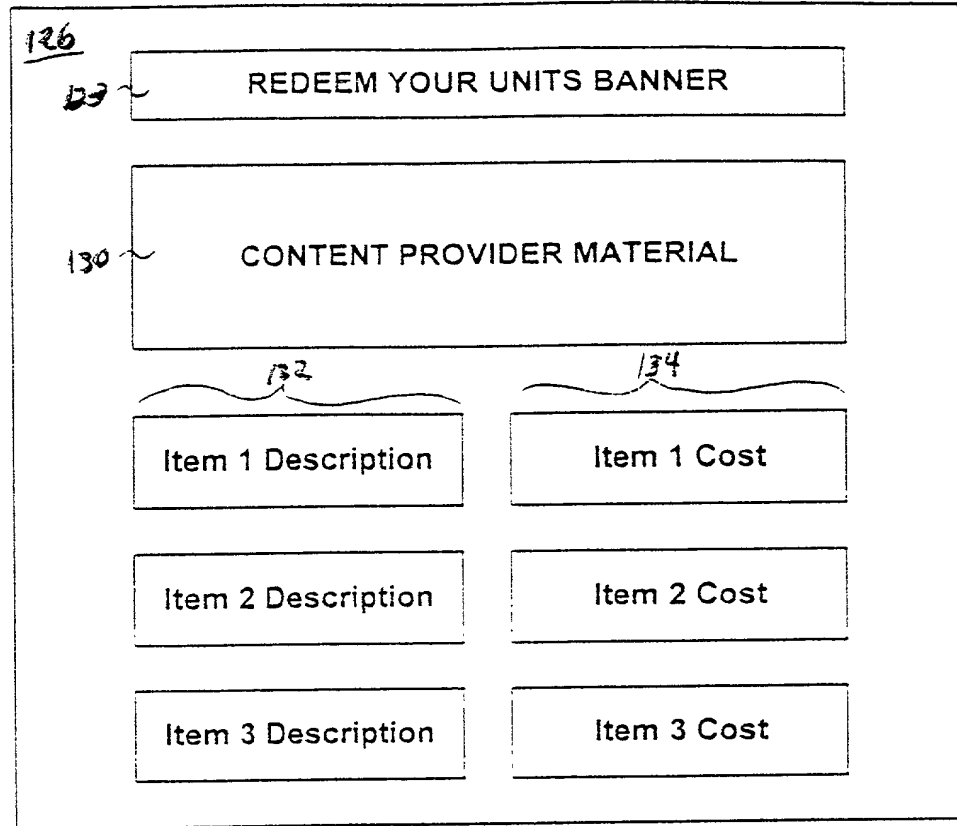


FIG. 14

